Blue Cat's Triple EQ User Manual

"The easy and free shapeable filter"

BLUE CAT AUDIO

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Table Of Content

- Introduction
  - Description
  - Features
  - System Requirements
  - Installation
- Using Blue Cat's Triple EQ
  - The User Interface
  - Operation
- Blue Cat Audio Plugins Basics
  - User Interface Basics
  - Controls
  - Keyboard
  - Mouse
  - Presets Management
  - MIDI & Automation Control
  - More
- Blue Cat's Triple EQ Parameters
- Blue Cat's Triple EQ Curves
- Plug- in Settings
  - The Global Settings Window
  - The Preset Settings Window
- About Skins
  - Changing the Skin
  - Create a Custom Skin
- Frequently Asked Questions
- More
  - Extra Skins
  - Tutorials
  - Updates
  - Versions History

Note: *An online version of this user manual is available here.*

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Introduction

Description

Blue Cat's Triple EQ is a 3 bands semi- parametric equalizer that can be controlled like a single filter with customizable shape.

It includes a low shelf filter, a high shelf filter and a boost/ cut peak filter. Its wide range of gain (+/-40 dB per band) and bandwidth (.01 to 5 Octave) makes it very versatile to create any filter shape. The three filters are linked together so that when you change the center frequency or the bandwidth, the parameters of the three filters are modified accordingly: you can control the entire equalizer characteristics with a single mouse click.

The graph shows the computed frequency response of the plug- in, so that you can exactly know how your signal is processed. The controls are directly available on top of the filter graph, making the design of the filter shape even easier.

The plug- in also offers a dual channels version, with independent left/ right or mid/ side equalization capabilities. Both channels can be linked together in many ways, letting you transform this plugin into a frequency- dependent panner and much more.

The plug- in can be controlled in real time with MIDI or automation: it is capable of absolutely zipper- free clean and continuous time- varying equalization with no latency. it is the ideal companion of our audio analysis tools for signal- dependent side chain filtering.

Want more bands? Check out Blue Cat's Parametr'EQ series.

Features

Main Features

- True WYSIWYG 3 bands semi- parametric equalizer / shapeable filter.
- Dual Mode: independent left and right or mid and side channels control.
- Multiple channels linking modes.
- +-40 dB range for each band.
- Automatic gain compensation.
- No latency.
- Real time display of the frequency response with precise measurement and zooming capabilities.
- On- graph filter shape control.

Blue Cat Audio Standards:

- Available as: Mac- AAX, Mac- AU, Mac- RTAS, Mac- VST, Win- AAX, Win- DX, Win- RTAS, Win- VST, Win x64- AAX, Win x64- DX, Win x64- VST.
- Native DSP code for optimal performance.
- Full MIDI control and automation support with silent, zipper- free parameters update, advanced response control and MIDI Learn.
- No CPU load on idle: when the plug- in is fed with silence, the processing smoothly shuts down, to optimize the CPU usage of your Digital Audio Workstation.
- Skinnable and customizable user interface with transparency management.
- Smooth Bypass: activate/ deactivate the plug- in with absolutely no noise.
- Undo/ Redo.
- Full featured integrated presets manager.
- Copy/ paste the plug- in's state between instances using the system clipboard.
- Any sample rate supported.

System Requirements

Windows

- An SSE2- enabled processor (Pentium 4 or later).
- Microsoft Windows XP, Vista, Windows 7 or 8.
- Any DirectX / VST / RTAS / AAX compatible host software (32 or 64 bit).

Mac OS X

- An Intel processor.
- Mac OS X Mavericks(10.9), Moutain Lion (10.8), Lion (10.7), Snow Leopard (10.6), or Leopard (10.5).
- Any VST / Audio Unit (32/64- bit) / RTAS / AAX compatible application.

For more information about supported platforms, see our FAQ.

Installation

Blue Cat Audio plug- ins cannot be run standalone, they require a host application (see the System Requirements chapter for more information). Depending on which host application you use, you might need to install the plug- ins in different locations.

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Windows

Install

All versions of the plug- in provide an installation program. Follow the steps of the wizard to install the plug- in on your machine. During the installation you will be asked where you want the plug- in(s) to be installed. For the VST version you should install the plug- in inside the VST plug- ins folder used by your host application(s). The default path set in the installer should work for most applications, but you should check your host software documentation to know where it looks for VST plug- ins.

Some applications will not automatically rescan the new plug- ins, so you might have to force a refresh of the plug- ins list.

Upgrade

When a new version of the plug- in is released, just launch the new installer: it will update the current installation.

Uninstall

To uninstall the plug- in, simply launch the "Uninstall" program that is available in the start menu or in the configuration panel. It will take care of removing all files from your computer.

Mac

Install

On Mac the plug- ins are available as drive images. After download, double click on the file to open it. You can then drag and drop the plug- in file(s) to the shortcut that is provided within the image. It will install the plug- in(s) for all users on the machine.

In case you do not have admin rights on your Mac or if you want to install the plug- in(s) to another directory, just copy the files to the appropriate location. If required, more information is available in the README.txt file that is included in the package.

Upgrade

When a new version of the plug- in is released, open the new image and copy the files over the previous ones. The new version will replace the older one.

Uninstall

To uninstall the plug- in, simply remove the plug- in components from the folder where you have copied them during install (move them to the trash).

If you want to completely remove all settings and configuration files, you can also remove these additional directories that may have been created on your computer:

- ~/ Library/ Preferences/ Blue Cat Audio/ [Plug- in name and TYPE], where TYPE is VST, AU, RTAS or AAX: global preferences.
- ~/ Documents/ Blue Cat Audio/ [Plug- in name]: user data, such as presets, additional skins and user- created plug- in data.

Just beware that these directories may contain user data that you have created. Remove these directories only if you wo not want to reuse this data later.

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The User Interface

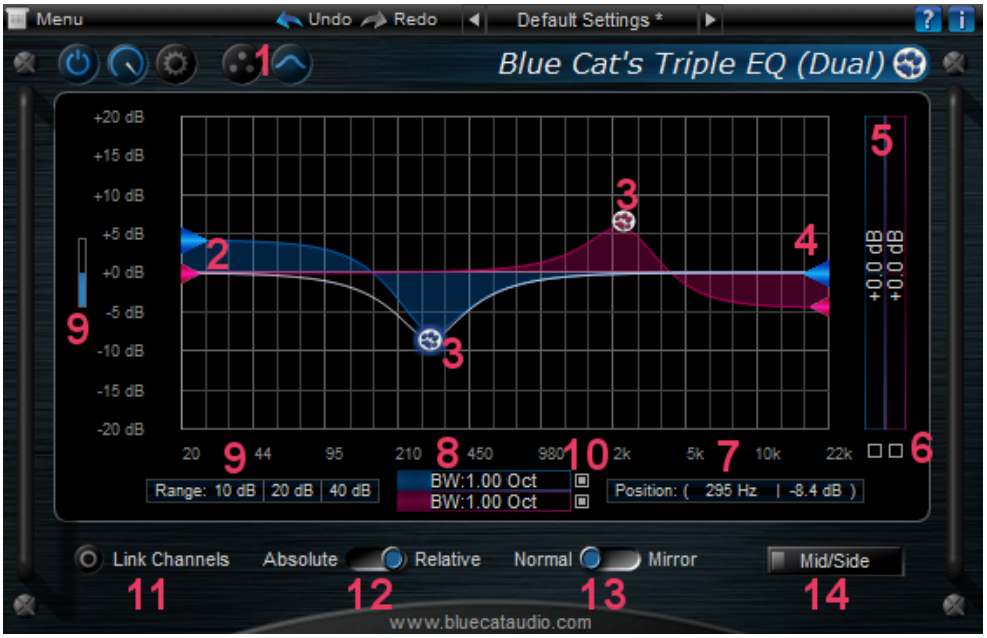
Note: The main toolbar, menus and basic features available with all our plug- ins are detailed in the Blue Cat Audio Plug- ins Basics section.

Blue Cat's Triple EQ effect comes in two flavors: single or dual channels. The single channel version offers the same controls as the dual channels, but for a single channel only. So we'll cover the dual channels version in this manual.

The Graph View

By default, the user interface shows a frequency response graph with integrated controls. It is possible to also show knobs to control the main parameters as explained later.

The blue color is used to reference the left o mid channel, and the pink color is used for the right or side channel.



1. Show/ Hide the knobs view (see below) and/ or graph view.
2. Control the gain of the low frequencies (bass).
3. Control the gain and frequency of the mid frequencies filter. The bandwidth can also be changed with the mouse wheel or by double clicking on each cat paw.
4. Control the gain of the high frequencies (treble).
5. Control the overall gain (offsets the whole frequency response).
6. Auto gain mode: when auto gain mode is on, the overall gain of the plugin is automatically adjusted according to the maximum filter gain to keep the maximum frequency response around 0dB.
7. The position of the mouse cursor is shown here to help you adjust the values of the filters frequencies and gains.
8. Adjust the bandwidth of the mid filter (auto adjusts the cutoff frequencies of the high and low shelf filters).
9. Choose the range of the graph and controls: you can zoom to your prefered value by clicking on the controls below the graph or by dragging the slider on the left.
10. Show/ Hide controls for a channel on the graph.

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11. Link channels: when the link is on, moving the control for a channel automatically adjusts the controls for the other channel, according to the options set.

12. Absolute/ Relative: in absolute mode the values of the controls for both channels are identical, whereas in relative mode only controls variations are reported on the other channel (letting you setup a different EQ on each channel and then apply linked modifications for example).

13. Mirror mode: in mirror mode, the gain value for both channels are reversed. It is very handy when you want to use the EQ as a balance between channels.

14. Select Left/ Right or Mid/ Side mode. In Mid/ Side mode, the controls in blue color affect the mid (center, or mono) channel, and the red controls affect the sides (non- mono) signal.

The Knobs View

Below is a screenshot of the plug- in with the knobs view (graph hidden). The knobs let you control the same parameters as the ones available in the graph view.

This view also lets you access the midi and automation settings for most of the parameters of the plug- in (see the next chapter for details).

The various elements of the user interface (knobs, sliders, buttons...) are simple and intuitive to operate, but more information about how to interact with them is available in the "Plug- ins Basics" chapter of this manual.

Operation

Using the Blue Cat's Triple EQ plug- in is straightforward: draw your EQ curve for each channel (left/ right, mid/ side or single channel) using the controls and you are done! Here are however a few tricks to help you get the best out of this particular EQ.

Dual channels

With the dual version and no link between channels, you can use the plugin to shape the spectrum of the left and right or center and sides of a stereo track independently. You can for example choose to reinforce bass on the center of a mix, and boost the highs on the sides to make it feel wider without yet making it too artifical.

Single Channel

With the single channel version, or when the link is enabled and its mode set to "absolute", the plugin behaves just like a single channel EQ: both channels are processed with the exact same settings.

Multi Bands Widener/ Narrower

In Mid/ Side mode, with the link enabled in absolute mode, and if you use the "Mirror" function, the plug- in will behave as a multiple bands widening/ narrowing balance. In this case you can choose to mask the side band controls and only use the mid controls. Pushing the cursor up will push the sound to the mid channel (narrowing the sound), whereas moving down will widen the stereo signal.

Multi Bands Balance

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You can use the same technique in stereo mode (mid/ side disabled) to usethe plug- in as a spectral Left/ Right balance.

Need more Bands?

If you need more bands you can use several instances of the plugi- n in series. You will then be able to control more frequency bands at a time!

Use Automation

Since this plug- in supports smooth parameters update, you can use and abuse of automation to create time varying filter effects. It is also possible to control these variations remotely in real time thanks to the ability of the plugin to be controlled via MIDI, as shown in our MIDI Wah tutorials (see the tutorials section).

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Blue Cat Audio Plug- ins Basics

This chapter describes the basic features that are common to all our plug- ins. If you are already familiar with our products, you can skip this part.

User Interface Basics

About Skins

Like all Blue Cat Audio plug- ins, Blue Cat's Triple EQ uses a skinnable user interface. It means that the appearance and behavior of the user interface can be entirely customized.

Especially with third party skins, the experience may be quite different from the one offered by the default skins that we provide. However, our plug- ins and our skinning engine have several standard features that will be available whatever your favorite skin.

More information about custom skins can be found in the skins section.

The Main Toolbar

In most skins, an optional toolbar at the top of the user interface gives you access to the main options and settings of the plug- in:

Presets Area

At the center of the toolbar, you can see the current preset area (the "Default Settings" box). It displays the name of the current preset, with a "*" at the end if it has been modified since loaded.

The arrows on the left and right let you navigate thru the (factory and user) presets available for the plug- in.

Clicking on the preset name opens the presets menu which lets you manage the presets of the plug- in.

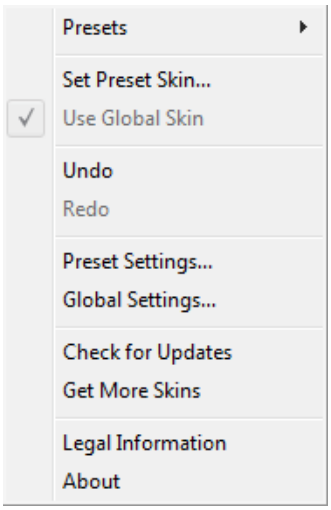
Commands

The icons in the toolbar give you access the to the following commands that are detailed in the next paragraph:

Icon	Name	Function
	Menu	Open the main menu
	Undo	Undo
	Redo	Redo
	Manual	User Manual
	About	About

The Main Menu

The main menu is available from the main toolbar, or if you right click anywhere on the background of the plug- in:



- **Presets**: opens the presets menu to manage presets.
- **Set Preset Skin**: change the skin for the current preset.

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- **Use Global Skin:** use the skin defined in the global settings for the current preset. This item is enabled only if a skin has been defined for the current preset.
- **Undo/ Redo:** undo or redo the latest modifications. This includes all changes made to the current preset settings such as MIDI or automation preferences.
- **Presets Settings:** open the presets settings window. It lets you change the skin, MIDI and automation settings for the current preset.
- **Global Settings:** open the global settingswindow. It lets you change the skin, MIDI and automation settings that are used by default in all instances of the plug- in (if not overriden by the current preset).
- **User Manual:** open this user manual.
- **Check for Updates:** opens up our website to let you check if any update for this software is available.
- **Get More Skins:** get more skins for this software.
- **Legal Information**: browse licensing and misc legal documents.
- **About:** displays the “about” dialog box.

The Title Bar

In most skins, an icon bar is located below the main toolbar. The first commands are the same for all plug- ins:

From left to right:

- **Smooth Bypass:** smoothly bypass the plug- in (just like a power button).
- **Window Opacity:** reduce the opacity value by turning the knob, and make the the plug- in window transparent. (the result may depend on the host application).
- **Show/ Hide MIDI and Automation Control Settings:** show/ hide the buttons that give access to direct MIDI/ Automation setup for each parameter in the user interface. This button will show or hide dropdown menu buttons that popup a MIDI/ Automation setup menu described here.

Controls

Examples

Here are a few examples of typical controls you will encounter in the user interface of our plug- ins:

slider	slider	knob	button	Text control

Interacting with Controls

You can interact with the controls of the plug- in interface either with the mouse or the keyboard.

Setting the keyboard focus on a control (so that it responds to key strokes) may be automatic (when you pass the mouse over it it gets focus) or manual (you have to click on the control to set the focus on it). Note that all host applications behave differently regarding keyboard handling. In some applications you may not be able to use all keys described later in this manual to interact with our plug- ins. It is usually made obvious to you to know the active surfaces of the skin (the places where you can click with the mouse): the mouse cursor usually changes when you can do something on a control. In the default skins delivered with the plug- in, the cursor changes to a small hand or an arrow to tell you when your mouse is over an active control.

Mouse

Various mouse movements will let you interact with the controls:

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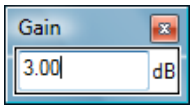
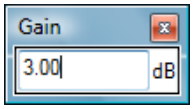
Mouse Interaction	Action
Left Click	Acquire focus and start dragging or push (button)
Left Click + Alt Key	Set the value to default
Left Double Click	Acquire focus and launch the “fine tuning” edit box (except button): 
Right Click	Set the value to default
Mouse Wheel	Increment or decrement the position (focus required)
Mouse Drag	Change the control position depending on mouse movement (except button)

Keyboard

All control widgets support the following keys (note that some of them are caught by the host and thus never forwarded to the control. For example in Steinberg Cubase SX you cannot use the arrow keys to control the plug- in):

Keys Common to All Controls

Key	Action
Up Arrow	Small increment of the position (up or right)
Down Arrow	Small increment of the position (down or left)
Left Arrow	Same as Down Arrow
Right Arrow	Same as Up Arrow
Page Up	Large increment of the position (up or right)
Page Down	Large decrement of the position (down or left)
+	Small increment of the value of the control
-	Small decrement of the value of the control
d	Set to default value (same as mouse right click)
e	Opens the 'fine tuning' window to precisely set the parameter: 
SHIFT	When the key is down, the fine tuning mode is on, and you can modify the value with better precision when moving the mouse, the mouse wheel or using the keyboard. Just release the key to get back to the normal mode.

Keys Specific to Buttons

Key	Action
Enter	Pushes the button

Presets

To get started with the plug- in and discover its capabilities, a couple of factory presets are provided. You can also save your own presets and recall them later for other projects. Our plug- ins propose a full- featured preset manager to let you save, browse, organize and recall its presets.

The Presets Menu

The presets menu can be opened from the main menu or the main toolbar. It displays the list of presets available for the plug- in as well as commands to load, save or organize presets:

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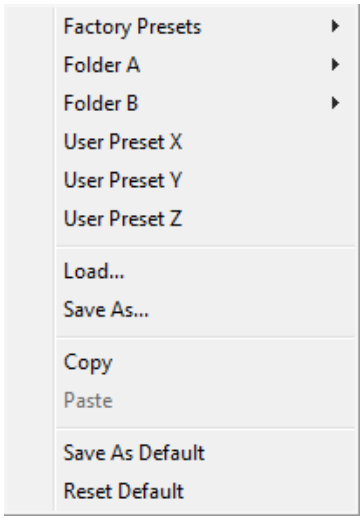
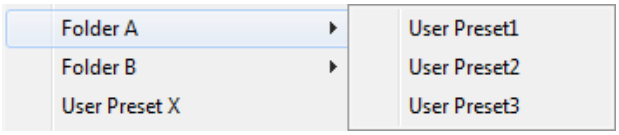


- **Factory Presets:** shows the list of factory presets delivered with the plug- in.
- **"Folder A" to "User Preset Z":** user presets and categories.
- **Load:** load preset from file.
- **Save As:** save current preset to a file.
- **Copy** copy preset to the system clipboard.
- **Paste** paste preset from the system clipboard, if available.
- **Save As Default:** save the current state as the default preset. This preset is used every time a new instance of the plug- in is created.
- **Reset Default:** reset the default preset to its factory state: this makes the plug- in forgets the custom settings you might have saved as a default preset.

More about Presets

There are two types of presets: factory presets (read only) that are provided with the plug- in, and user presets that can be created and stored by the user.

The user presets are stored in a subdirectory of the documents folders of your profile ("Documents" on Mac, and "My Documents" on Windows): Blue Cat Audio/ [Plug- in Name]/ Presets. Each preset is stored as an individual file. You can create folders and subfolders in the Presets directory to classify your presets, as shown in the example below:



If you save a preset named "Default" in the root Presets directory, it will override the factory default preset (that's what "Save As Default" does). To restore the factory default preset, you can just remove this file or use the "Reset Default" command.

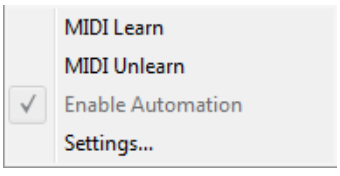
MIDI and Automation Control

Blue Cat's Triple EQ can also be remotely controlled via MIDI using MIDI CC ("Control Change") messages or automation curves, if your host application supports it. It is possible to customize the channel, control numbers, range and response curve used for each parameter in the settings panel available from the main menu (see the Plug- in Settings chapter for more details).

MIDI and Automation Settings Menu

Most skins also provide the ability to change MIDI and automation settings for each parameter directly in the main user interface. When this feature is activated using the corresponding title bar button, dropdown menu buttons appears next to main controls:

Clicking on this button shows the MIDI/ Automation settings menu:



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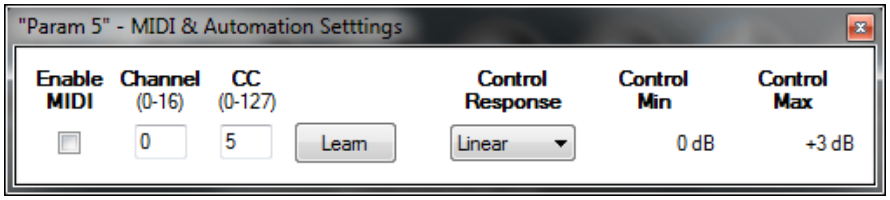
- **MIDI Learn:** launches MIDI learn mode for the control: touch your MIDI controller and the control will learn from it the MIDI channel and CC number. To end the learn mode, reopen this menu and deselect the option.
- **MIDI Unlearn:** deactivates MIDI control for this parameter.
- **Settings:** launches the advanced settings panel described below. This controls the settings for the current preset.

Andvanced MIDI and Automation Settings

You can completely customize the way the plug- in is controlled by automation and MIDI. For a global view of all parameters at a time, you can use the Plug- in Settings window for the current preset which is available from the main menu.



MIDI Settings:

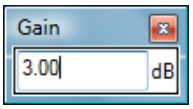
- **Enable MIDI**: enable/ disable the MIDI control of the parameter.
- **Channel**: MIDI Channel for the parameter control. If set to 0, the plug- ins will accept Control Change Messages from all MIDI Channels (MIDI Omni mode).
- **CC**: Control Change Number.
- **Learn**: click on this button to activate the MIDI learn functionality. When it is activated, you can move your MIDI controller, and the plug- in will automatically set the MIDI Channel and CC Number.

MIDI and automation settings:

- **Response**: response curve of the MIDI or automation control: from very fast to slow control.
- **Min**: minimal value of the parameter when MIDI controlled or automated.
- **Max**: Maximum value of the parameter when MIDI controlled or automated.

Note: if the Min value is higher than the Max value, the response curve will be reversed: increasing the control value will decrease the parameter value.

Note: if you double click on the parameter text control boxes for the max and min values, a “fine tuning” edit box will appear and let you change the min and max values with more precision:



More

Check our online tutorial for more screenshots and more examples of our plug- ins user interfaces.

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Blue Cat's Triple EQ Parameters

All parameters described below can be automated and controlled via MIDI if your host application supports it. You can precisely define this behavior in the settings panels described later in this manual.

Single Channel version

id	Name	Unit	Description
dsp.input0	Bypass		Bypass the effect.
dsp.input1	Gain	dB	Main gain.
dsp.input2	Frequency	Hz	Center frequency of the mid band filter. This also adjusts the cutoff frequencies of the low and high shelf filters automatically.
dsp.input3	Bandwidth	Octave	Bandwidth of the mid band filter. This also adjusts the cutoff frequencies of the low and high shelf filters automatically.
dsp.input4	Low	dB	Gain of the low shelf filter.
dsp.input5	Mid	dB	Gain of mid band filter.
dsp.input6	High	dB	Gain of the high shelf filter.

Dual Channels version

id	Name	Unit	Description
dsp.input0	Bypass		Bypass the effect.
dsp.input1	Stereo Mode		Left/ Right or Mid/ Side operation mode.
dsp.input2	Gain (1)	dB	Main gain of the first channel.
dsp.input3	Frequency (1)	Hz	Center frequency of the mid band filter for the first channel. This also adjusts the cutoff frequencies of the low and high shelf filters automatically.
dsp.input4	Bandwidth (1)	Octave	Bandwidth of the mid band filter for the first channel. This also adjusts the cutoff frequencies of the low and high shelf filters automatically.
dsp.input5	Low (1)	dB	Gain of the low shelf filter for the first channel.
dsp.input6	Mid (1)	dB	Gain of the mid band filter for the first channel.
dsp.input7	High (1)	dB	Gain of the high shelf filter for the first channel.

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dsp.input8	Gain (2)	dB	Main gain of the second channel channel.
dsp.input9	Frequency (2)	Hz	Center frequency of the mid band filter for the second channel. This also adjusts the cutoff frequencies of the low and high shelf filters automatically.
dsp.input10	Bandwidth (2)	Octave	Bandwidth of the mid band filter for the second channel. This also adjusts the cutoff frequencies of the low and high shelf filters automatically.
dsp.input11	Low (2)	dB	Gain of the low shelf filter for the second channel.
dsp.input12	Mid (2)	dB	Gain of the mid band filter for the second channel.
dsp.input13	High (2)	dB	Gain of the high shelf filter for the second channel.

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Blue Cat's Triple EQ Curves

The Triple EQ plug- in also provides visual feedback about the response curve of the equalizer with output curves.

Single Channel Version

id	Name	Description
dsp.output_curve0	Frequency Response	Global frequency response of the equalizer.
dsp.output_curve1	Frequency Response (dB)	Global frequency response of the equalizer (decibels).
dsp.output_curve2	Low Frequency Response (dB)	Frequency response of the low pass filter.
dsp.output_curve3	Mid Frequency Response (dB)	Frequency response of the mid band filter.
dsp.output_curve4	High Frequency Response (dB)	Frequency response of the high pass filter.

Dual Channels Version

id	Name	Description
dsp.output_curve0	Frequency Response (1)	Global frequency response of the equalizer for the first channel.
dsp.output_curve1	Frequency Response (dB) (1)	Global frequency response of the equalizer (decibels) for the first channel
dsp.output_curve2	Low Frequency Response (dB) (1)	Frequency response of the low pass filter for the first channel.
dsp.output_curve3	Mid Frequency Response (dB) (1)	Frequency response of the mid band filter for the first channel.
dsp.output_curve4	High Frequency Response (dB) (1)	Frequency response of the high pass filter for the first channel.
dsp.output_curve6	Frequency Response (2)	Global frequency response of the equalizer for the second channel.
dsp.output_curve7	Frequency Response (dB) (2)	Global frequency response of the equalizer (decibels) for the second channel
dsp.output_curve8	Low Frequency Response (dB) (2)	Frequency response of the low pass filter for the second channel.

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dsp.output_curve9	Mid Frequency Response (dB) (2)	Frequency response of the mid band filter for the second channel.
dsp.output_curve10	High Frequency Response (dB) (2)	Frequency response of the high pass filter for the second channel.

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Plug- in Settings

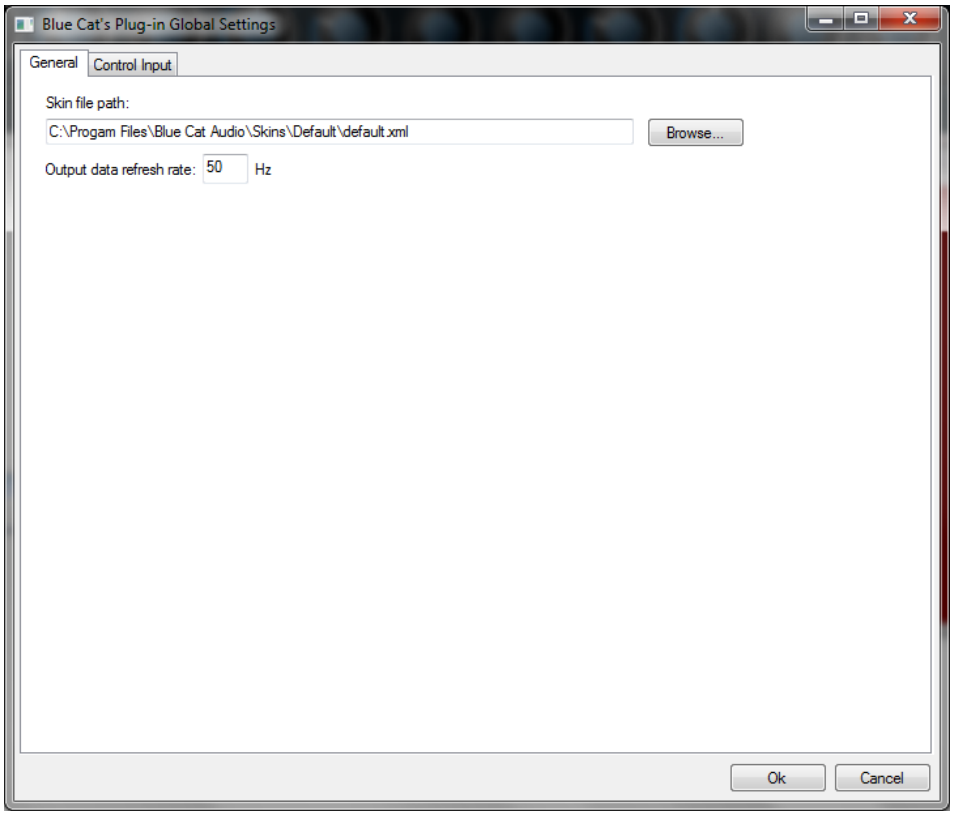
In addition to the controls offered in the main user interface, Blue Cat's Triple EQ has various settings that let you fine tune the behavior of the plug- in. You can choose to change these settings either for the current preset or globally for all instances of the plug- in.

The Global Settings Window

The settings available in this window ***apply to all instances of the plug- in, for all presets***, if not overriden in the presets settings. Consider these settings as “default” settings.

General

You can change the default skin for all instances of the plug- in: write the skin file path in the text edit box or click on the button to open a file chooser dialog. If you have several instances of the plug- in opened in your session, you will have to re- open the user interfaces of these plug- ins to see the skin change.



The output data refresh rate can also be customized for all instances of the plug- in. It controls the refresh rate of non- audio data produced by the plug- in (parameters, curves...). It also controls the refresh rate of output MIDI CC messages or output automation data. The higher the refresh rate, the better precision, but also the higher cpu usage (some host applications may also have trouble recording MIDI data at high refresh rates). The default value is 50 Hz.

Global Control Input Settings (MIDI and Automation)

The plug- in offers a couple of settings that affect the way it is controlled by MIDI messages or automation. While the first settings only apply to MIDI control, the "Control Response", "Min" and "Max" settings apply to ***both automation and MIDI control***.

For each parameter you can define a default MIDI channel and CC number. You can then control the plug- in with an external MIDI controller or one of our plug- ins that generate MIDI messages.

The settings below are available for each plug- in parameter.

MIDI Settings:

- **Enable MIDI**: enable/ disable the MIDI control of the parameter.
- **Channel**: MIDI Channel for the parameter control. If set to 0, the plug- ins will accept Control Change Messages from all MIDI Channels (MIDI Omni mode).
- **CC**: Control Change Number.

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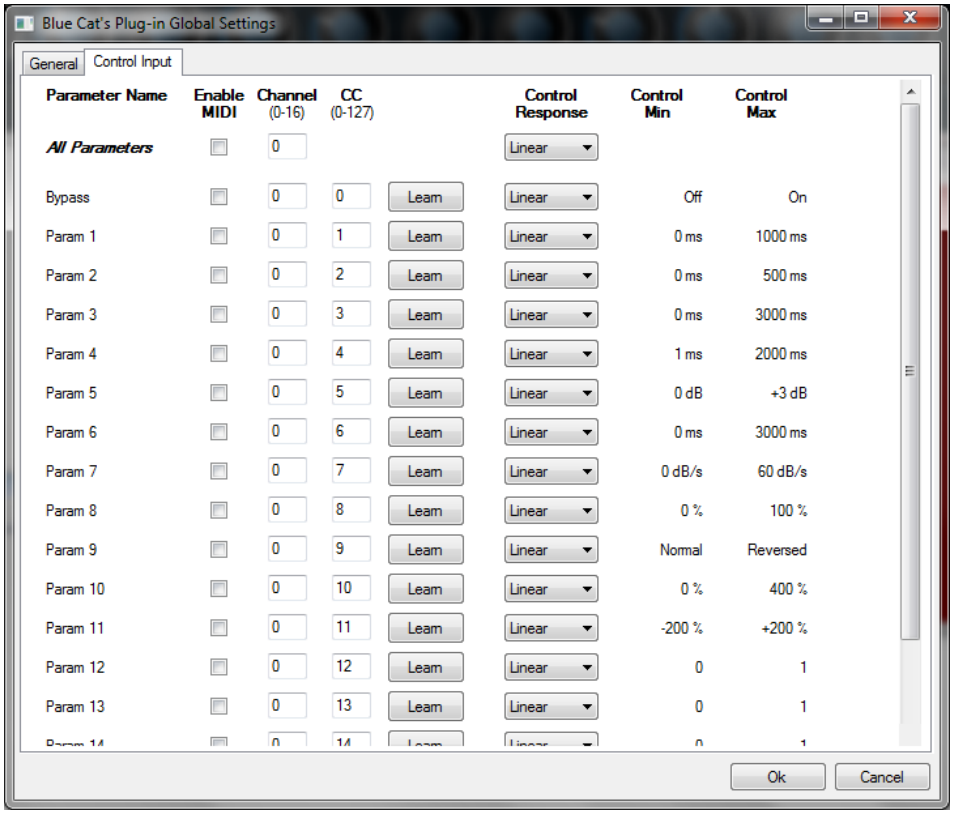
- **Learn**: click on this button to activate the MIDI learn functionality. When it is activated, you can move your MIDI controller, and the plug- in will automatically set the MIDI Channel and CC Number.

MIDI and automation settings:

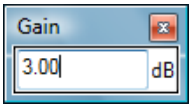
- **Response**: response curve of the MIDI or automation control: from very fast to slow control.
- **Min**: minimal value of the parameter when MIDI controlled or automated.
- **Max**: Maximum value of the parameter when MIDI controlled or automated.



(generic screen shot, does not correspond to the actual plug- in parameters)

Note: if the Min value is higher than the Max value, the response curve will be reversed: increasing the control value will decrease the parameter value.

Note: if you double click on the parameter text control boxes for the max and min values, a “fine tuning” edit box will appear and let you change the min and max values with more precision:



The Current Preset Settings Window

In this window you can change the settings ***for the current preset of the current instance of the plug- in only***.

Preset Skin

You can choose to use the global skin setting or to change the skin for the current preset. This way you can have different skins for different instances of the plug- in in the same session in order to differentiate them.

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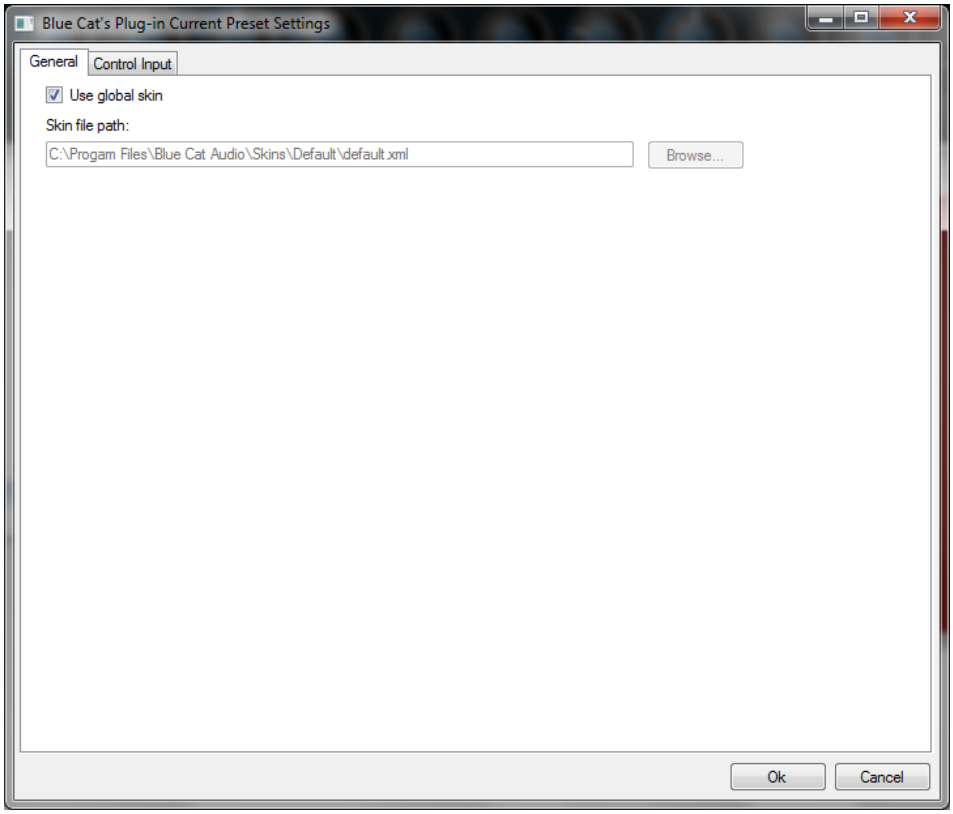
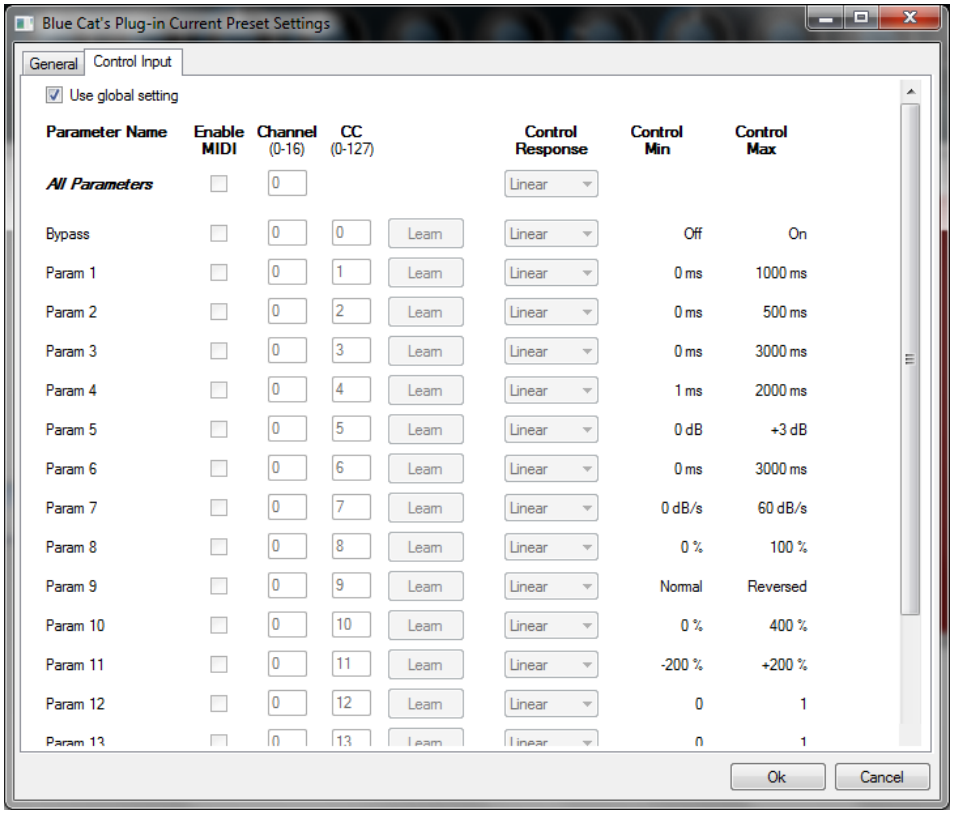


Preset Control Input Settings (MIDI and Automation)

Use the global settings or override them for the current preset. The parameters are the same as for the global input settings.



(generic screen shot, does not correspond to the actual plug- in parameters)

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About Skins

Blue Cat's Triple EQ integrates Blue Cat's skinning engine that allows you to customize the user interface. You can download new skins for your plug- in at the following address:

http:// www.bluecataudio.com/ Skins/ Product_TripleEQ

If you don't find a skin that fits your need or if you want a really custom one, you can choose to create your own skin.

Changing the Skin

You have two ways to change the skin of your plug- in: you can change the default (or 'global') skin in the global settings, or change the skin for the current preset only (either in the preset settings page or from the main menu). The global skin applies to all plug- in instances, whereas the current preset skin only applies to the current preset of the current plug- in instance.

See the main menu for more information about how to access these options.

On some hosts the plug- in window won't resize automatically when you choose a skin with a different size. In this case, just close the window and re- open it: it will be displayed with the right size.

Create a Custom Skin

You can create custom skins for your plug- in in order to adapt it to your exact needs. You can change its look and feel and make it completely integrated in your virtual studio!

Just read the Blue Cat's Skinning Language manual and download the samples for the tutorial on http:// www.bluecataudio.com/ Skins. You can get ready to create your own skins in a few minutes.

You can then share your skins on our website.

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Plug- ins Formats

What are DirectX (DX), Audio Unit (AU), RTAS, AAX and VST plug- ins?

VST, Audio Unit, RTAS, AAX and DirectX plug- ins are software components than can be used in "Host" Software (such as Cakewalk Sonar, Steinberg Cubase or Wavelab, Sony Vegas, Logic Pro, Garage Band, Ableton Live, Pro Tools...) in order to perform some MIDI and/ Or Audio real- time Processing tasks. To be more precise what we usually call directX plug- ins is actually a "DirectShow Filter". VST is owned by Steinberg, DirectX by Microsoft while Audio Units is the property of Apple Computers and RTAS and AAX are owned by AVID.

How can I use your plug- ins?

Download and install a host software, then download and install the plug- ins from our page. They will appear in the host "effects" menu. If you are using a DirectX host with our MIDI controllable plug- ins and they do not show up in you host list, you might need to use our freeware DXi Manager. Note that our plug- ins are sometimes shown in the "MIDI controllable audio effects" or "soft synths" sections in some host applications.

Where can I find a host?

There are many commercial or freeware hosts that will suit your needs. You can find a long list of applications here. You can also use demos of Cubase, Wavelab, Ableton Live, Tracktion, or Sonar software, which are usually available on the companies websites. On the Mac, Garage Band is part of the system and can be also used to host our Audio Unit plug- ins.

What are the main differences between DX, VST, RTAS, AAX and Audio Units?

VST is a protocol that works on several platforms (Mainly Windows, MacOS, BeOS, and some Linux platforms use it as well) whereas DirectX is Microsoft Windows only, and Audio Units are available only on the Mac. RTAS and AAX are available on Mac and PC, but only for Pro Tools products (AVID). AAX plug- ins are compatible with Pro Tools 10 and higher, whereas RTAS versions are compatible for Pro Tools 10 and lower versions.

What is the difference between DXi and DX effects?

DXi effects are MIDI controllable DirectX plug- ins. It's the same as DX effects plus MIDI control.

Which version (VST, Audio Unit, RTAS or DX) should I use in my host application?

Here is a list of host software and the version we recommend you to use. Many other applications are supported, check your application user manual to choose the best version (AU stands for "Audio Unit" and DX for "DirectX"):

Host Application	Plug- in Version
Cakewalk Products (Sonar, Project5...)	DX
Sony Products (Vegas, ACID, Soundforge)	DX for old versions, VST for new
Steinberg Products (Cubase, Nuendo, Wavelab)	VST (Mac or PC)
Ableton Live	VST (Mac or PC)
Adobe Audition	any
EnergyXT	VST
Magix Samplitude	VST
Avid (Digidesign) Pro Tools	RTAS
Apple applications (Logic Pro, Logic Express, Garage Band...)	AU
Cockos Reaper	VST (Mac or PC)
...	

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In general, we recommend using VST over Audio Unit on Mac (when both are supported), particularly for the plug- ins that can output automation or MIDI CC messages.

Where can I find more information about this topic?

- www.steinberg.net
- www.microsoft.com
- www.kvraudio.com
- www.apple.com
- www.digidesign.com

Installation

I have installed my software and it is not listed as an application. Why? What can I do? How can I launch it?

Most software you can purchase on this website is plug- ins for host applications. It means you need another application to use it. See the "Plug- ins Formats" section in this FAQ for more information.

I have installed my plug- in and it does not show up in my host application. What can I do?

First check that you application supports DirectX, Audio Unit or VST plug- ins.

If you are using the DirectX version, check that your host application supports DXi plug- ins (MIDI enabled DirectX plug- ins). If it does not, it may remove it from the DirectX plug- ins list (some applications such as Sony Vegas 5 and Cool Edit Pro are known to do this). In this case, use our DXi Manager free utility and disable the MIDI capabilities of the plug- in. You may need to reinstall the software again before it shows up into your host application. For more information about this topic please read our DXi in Sony Vegas tutorial (it is applicable to other applications than Sony Vegas).

If you are using the Direct X version and your host application supports DXi, check that the plug- in does not appear in the 'virtual synth' or 'synthesizers' category. If you wish not to use the MIDI capabilities of the plug- in and use it as a regular Direct X plug- in, you can download the freeware DXi Manager and disable the MIDI capabilities of the plug- in.

I have installed my plug- in on windows 64- bit, checked the items above, and it still does not show up in my host application. What can I do?

You are probably running a 32- bit application. If that's the case, you need to install the 32- bit version of the plug- in: the choice for 32 or 64- bit is not determined by the operating system (64- bit windows can run both 32 and 64- bit applications), but by the host application that you are using.

Why are there two plug- ins called xxxx(Mono) and xxxx(Stereo) installed ?

"Mono effects" (which are effects that do not make any difference between left and right channels) are bundled this way for performance reasons. Some developers just deliver a stereo Version which also processes (twice) mono streams. The "(Mono)" plug- in is to be used with mono streams, and the (Stereo) one with stereo streams. The effect itself is the same in both cases but the number of processed channels is different: this may drastically improve performance for CPU intensive plug- ins.

How do I uninstall my plug- ins?

Open the Windows configuration panel/ Add Remove Programs, and choose 'Remove' on the corresponding plug- in. If you have installed the VST plug- in zip file version, just delete the corresponding dlls.

Why do your plug- ins need an installer on Windows? Do they modify the registry or system settings? Why not providing just a dll?

Our plug- ins require several additional files for default settings, skins and miscellaneous data. We provide an installer for our customers' convenience. Our installers do not modify the system settings or the Windows registry, except for the DirectX versions registration. Our installers won't harm your system.

Software Version

How do I know the version of the plug- in I am using?

You can see the version information in the about box: right click on the background of the plug- in user interface and select "About". The product version is also available in the Windows Add/ Remove Programs Window.

Why do newer versions of a plug- in override older ones (they have exact same name and IDs)?

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Because newer versions improve previous ones. When a new version is released, older versions are not supported anymore. In some cases the new versions may be installed as new products (compatibility reasons, major changes...), but it is explicitly documented on the product page.

A new minor version of a product I purchased some time ago is available. Where can I download the update?

The new version can be downloaded from the same place where you downloaded the original version. All information is contained in the email you received when you purchased the product. Your registration number has not changed either.

Upgrade

A new minor version of my plug- in has been released. Where can I download it?

When you purchased the plug- in, an email containing the information to download and register your software has been sent to you. You can download the new version from the exact same location as the first time.

I have downloaded a new version, do I need to uninstall the previous version?

No, you don't, except if it's specified on the product page, in the "history" section. Just run the installer and it will upgrade your software.

Automation

What is "Parameters Automation"?

The parameters of an effect can be automated in most host software. It means that you can record the changes you do during playback or recording so that it's replayed when playing back again. It's a way of sequencing parameters changes the same way you do with Audio or MIDI data.

What is "Smooth Update"?

When changing parameter values in real time or replaying a song where parameters have been automated, our plug- ins compute intermediate values between parameter changes in order to avoid "clicks" and "pops" that may occur otherwise. It results in a non audible smooth parameters update and lets you freely use automation or MIDI control to change the effects in a song.

Do your plug- ins support MIDI Control?

Yes they do. They offer precise control over the mapping of MIDI Control Change (CC) messages to parameter values: you can adjust both the channel and CC number as well as the response curve of the control. Since some of our plug- ins are also capable of creating MIDI CC from the audio signal, they can all be connected for real time signal- dependent audio effects. See our MIDI Control in Sonar tutorial for an example.

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More...

This manual only covers the basics of Blue Cat's Triple EQ. Our website offers many additional resources for your Blue Cat's Triple EQ plug- in and is constantly updated, so keep an eye on it! You will find below a few examples of available resources.

Extra Skins

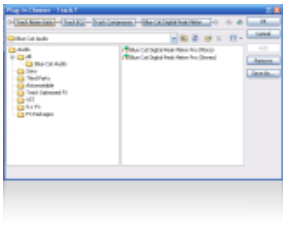
We encourage our customers to propose their own skins for our products and we often propose alternative skins to let you choose the one that best suits your needs. You can check Blue Cat's Triple EQ skins page to get the latest skins.

There were no extra skins for Blue Cat's Triple EQ when initially released. Please check the skins page to see if new skins are now available.

Tutorials

Many Tutorials are available on our website. They cover a wide range of topics and host applications. You will find below a list of tutorials that are related to the Blue Cat's Triple EQ plug- in. An updated list is also available online.

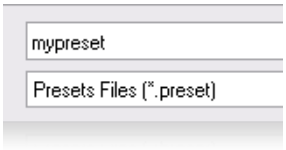
Tutorial - Using DXi plug- ins in Sony Vegas



This tutorial will teach you how to use any DXi plug- in in Sony Vegas: Sony Vegas does not support MIDI automation, so if your plug- in supports the MIDI Dxi protocol, it is removed from the plug- ins l...

[Read More...]

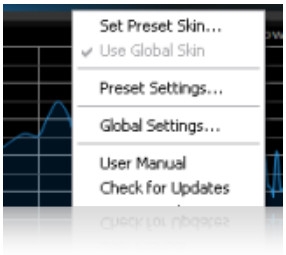
Tutorial - Export Plugin Presets to Share them with the Community



This tutorial shows you how to export your presets in order to share them with the community on the Blue Cat Audio website. This tutorial uses Blue Cat's Stereo Triple EQ for the demonstration bu...

[Read More...]

Tutorial - Getting Started with Plug- ins User Interface



Get used to the user interface features of Blue Cat Audio products! They have been designed for an optimal workflow, so here are the tips and tricks to save time. All these functionalities are explain...

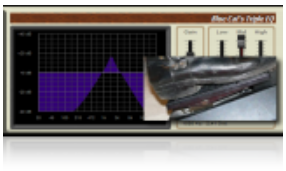
[Read More...]

Tutorial - Using MIDI Control in Sonar

This tutorial will help you understand how to use parameters MIDI control in Cakewalk Sonar. It is applicable to any DXi plug- in (MIDI enabled DirectX plug- in)....

[Read More...]

Tutorial - Create your Own MIDI Controlled Wah Pedal



This tutorial will help you create your own MIDI controlled Wah pedal and customize its parameters to match an existing Wah pedal or create a brand new virtual one: yours. You can use this custom wah ...

[Read More...]

Tutorial - Connecting plug- ins together in Logic for advanced side chain effects

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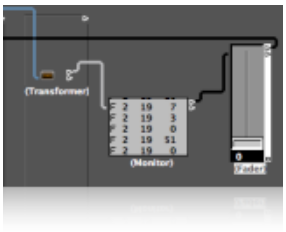


This tutorial shows how to use the connectivity capabilities of our plugins within Logic. We use Blue Cat's DP Meter Pro plugin (DPMP) as an example, but you can use any other audio plugin which provi...

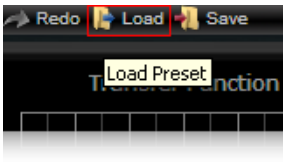
[Read More...]

Tutorial - Using Blue Cat Audio plug- ins connectivity in Pro Tools

This tutorial shows how to use the MIDI connectivity of our plugins within Pro Tools. We use Blue Cat's DP Meter Pro plugin as an example, but you can use any other audio plugin which provides output ...

[Read More...]

Tutorial - How to Use the Free Presets Available on this Website



This tutorial shows you how to get and load free presets for your favorite Blue Cat Audio plugin. This tutorial uses Blue Cat's Dynamics for the demonstration but is applicable to all our plugins...

[Read More...]

Updates

As you can see in the history log below, we care about constantly updating our products in order to give you the latest technology available. Please visit our website often to check if Blue Cat's Triple EQ has been updated, or subscribe to our Newsletter to be informed of the latest news about our products.

You can also follow us on twitter and facebook for almost real time updates notification, and subscribe to our YouTube channel to see the latest videos about our software.

Versions History

V4.1 (2014/01/09)

New Features:
- Copy/ paste the plug- in's current state from the presets menu using the system clipboard.

Improvements:
- Reduced the plug- in's memory usage.
- Windows VST Installer now remembers where the plug- in was initially installed to simplify upgrades.
- (Mac) plug- in version number is now available when using "Get Info" in the Finder.
- (Mac) Improved display of Audio Unit parameters in most host applications.

Bug Fixes:
- Fixed window frame not showing with Cubase 7.5 (32- bit) on Mac.
- (Mac) About window does not show up first in the corner of the screen anymore.
- (Win) Alt- Click on a control now resets the value to default in Pro Tools, as expected.
- Fixed version number reported to host application for VST and Audio Unit versions.

V4.02 (2013/06/21)

New Features:
- 64- bit AAX support for Pro Tools 11.

Improvements:
- The windows installer now automatically detects the most appropriate VST install path.

Bug Fixes:
- Fixed AAX version not showing up in Pro Tools 10.3.5 on Windows.
- (RTAS) Fixed parameters control with EUCON control surfaces in Pro Tools.
- Fixed user interface issues in Final Cut Pro X.
- Fixed compare button issues in Pro Tools.
- Mac- VST: Fixed window resize issues on Cubase and Nuendo (Mac).
- Mac: Control MIDI settings dialog now brought back to front when already opened in the background.

V4.01 (2012/04/23)

Bug Fixes:
- AAX/ RTAS on Mac: Fixed audio engine freeze or error issue with Pro Tools on some Mac configurations.
- AAX on Mac: Fixed compare button that did not work well when using factory presets or any preset created on Windows.
- Performance improvement when running under high CPU load for other platforms.

V4.0 (2012/03/28)

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New Features:

- New user interface.
- New integrated presets manager:
  - Load/ save presets from the plug- in's user interface.
  - Organize presets with folders.
  - Customize the default preset.
  - Exchange presets easily.
- Automation range and response curve can now be customized for each parameter.
- Automation and MIDI settings (channel, MIDI learn etc.) are now accessible from the main user interface.
- AAX plug- in format is now also supported on Windows.

Improvements:

- Plug- in name has been shortened for a clearer display in mixer view for most host applications.
- The plug- in now appears in the "EQ" category in Pro Tools.
- Changed the default VST install path on Windows.
- Improved default response curve for automation and MIDI control.
- Added new presets.
- Improved value display in fine edit window.
- Improved user manual.
- This product now includes both the single and dual channels versions.

Optimizations and Performance Improvements:

- Reduced VST plug- in loading time.
- Improved parameters precision (now stored as 64- bit).
- More compact presets format (uses less space and loads faster).
- Smaller binaries on Mac (dropped PowerPC support).

Bug Fixes:

- Fixed presets- related crashes in Cubase on Mac.
- Fixed user interface display issues in Wavelab on Mac.

Note: this new version can be installed side by side with the previous version for backward compatibility reasons: installing this new version won't break your previous projects.

V3.53 (2011/02/10)

- Fixed keyboard focus stealing issue in Pro Tools and several other host applications.
- 64- bit Mac VST support.

V3.52 (2010/03/19)

This update only concerns the RTAS version of the plug- in:

- RTAS plug- in bug fix: when using both the mono and stereo versions in the same session, the controls of the instances were linked together.

V3.51 (2010/02/25)

- Space bar does not trigger plug- in buttons anymore (avoids conflict with transport control in most applications).
- Win x64: fixed issue with some hosts not opening the plugins.
- Win x64: fixed issue with settings window that was not displayed properly in some hosts.
- Mac: fixed keyboard/ mouse focus issues in some hosts.
- Mac: fixed multiple screens issue.

V3.5 (2010/01/30)

- RTAS plugin format support for Pro Tools (Mac and Windows).
- 64- bit applications support for Windows DX and VST under Windows x64.
- Mac AU 64- bit format support (compatible with 64- bit Logic 9.1 on Snow Leopard)
- Mac: fixed user interface crashes in some hosts under Snow Leopard.
- Fixed MIDI learn issues.

V3.4 (2009/11/20)

- Factory presets are now available from the plugin menu.
- RTAS plugin format support (final beta stage - currently available with the Free Pack only)
- Mac: fixed keyboard/ mouse focus issues in some hosts.
- Mac: fixed user interface crashes in some hosts, when used with particular display settings.
- Mac- AU: fixed user interface resizing issue when changing skin in some hosts (Logic).
- Mac- AU: fixed settings lost issue when doing offline rendering in some applications.

V3.3 (2009/09/21)

- New Windows Installer (much faster install, improved upgrades).
- Bug Fix (PC): Cubase freezes when loading a preset using a different skin while the plugin window is open.
- Blue Cat's Skinning Language 1.6.1 support.

V3.21 (2009/05/05)

Mac VST update: fixed incompatibility issues with Cubase 5 on Mac.

V3.2 (2009/02/03)

Mac Audio Unit Support.

V3.2 (2008/11/21)

- First Mac version.
- (Bug fix): the response curve was not updated in some hosts while not processing audio.

V3.1 (2008/05/06)

- Fixed a crash when changing the skin from the toolbar menu.

V3.0 (2008/04/14)

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- The plugin is now free.
- New GUI design and Blue Cat's Skinnning language 1.4.2 support:
    - Streamlined user interface with simplified controls for optimal workflow.
    - Zooming: adjust the dB range of the EQ and the response curve graph.
    - Frequency response measurement: new mouse coordinates display.
    - Window Opacity Management: make the plugin window transparent.
    - New toolbar to access the main functionalities.
- Smooth bypass: activate/ deactivate the plugin with absolutely no noise.
- Undo/ Redo.
- Import/ Export presets in a host independant format: you can now share presets between the directX and VST versions
- Enlarged the filters frequency range.
- Performance improvements:
    - Faster skin loading.
    - Reduced memory consumption when several instances are loaded.

V2.1 (2006/11/29)

- Now supports Blue Cat's Skinnning language 1.2.4.
- Curves are now antialised.
- Parameters can be fine tuned when the shift key is down, which offers a .1 dB gain resolution.
- CPU efficiency improvement: no processing occurs when input is silent.
- Settings window now loads faster.
- (Bug fix): in some plug- in adapters (such as FxPansion's VST to RTAS adapter) the GUI did not display properly when first loaded.
- (Bug fix): when reinstalling the software in another directory, the "skin not found" message was displayed.

V2.0 (2006/09/27)

- Advanced MIDI control with customizable parameters curve response and MIDI learn.
- Blue Cat's Skinning language V1.2.2 support.
- Now supports one skin per preset and a global default skin: customize each instance of the plug- in in the same session.
- All parameters can now be fine tuned thanks to a text- edit popup window that appears when double clicking on user interface widgets.
- *Warning:* because it now supports MIDI events, the DirectX plug- in may appear in the "Synth" or "DXi" category instead of "effects" in some hosts (such as Cakewalk Sonar). If it does not appear in you host, you might want to use our DXi Manager to de- activate MIDI features.
- *Warning:* this new version breaks the presets compatibility, and is thus installed as a new plug- in. If you have a previous version installed and do not want to keep it, just uninstall it manually.

V1.0 (2006/06/06)

First release.

Thanks again for choosing our solutions!

See you soon on www.bluecataudio.com!

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